

Credits

Thanks to Guido van Rossum for the idea of using Python for implementing a graph data structure <http://www.python.org/doc/essays/graphs.html>

Thanks to David Eppstein for the idea of representing a graph G so that “for n in G ” loops over the nodes in G and $G[n]$ are node n ’s neighbors.

Thanks to the following people who have made contributions to NetworkX:

- *Katy Bold contributed the Karate Club graph*
 - *Hernan Rozenfeld added `dorogovtsev_goltsev_mendes_graph` and did stress testing*
 - *Brendt Wohlberg added examples from the Stanford GraphBase*
 - *Jim Bagrow reported bugs in the search methods*
 - *Holly Johnsen helped fix the path based centrality measures*
 - *Arnar Flatberg fixed the graph laplacian routines*
 - *Chris Myers suggested using `None` as a default datatype, suggested improvements for the IO routines, added grid generator index tuple labeling and associated routines, and reported bugs*
 - *Joel Miller tested and improved the connected components methods and bugs and typos in the graph generators*
 - *Keith Briggs sorted out naming issues for random graphs and wrote `dense_gnm_random_graph`*
 - *Ignacio Rozada provided the Krapivsky-Redner graph generator*
 - *Phillipp Pagel helped fix eccentricity etc. for disconnected graphs*
 - *Sverre Sundsdal contributed bidirectional shortest path and Dijkstra routines, s -metric computation and graph generation*
 - *Ross M. Richardson contributed the expected degree graph generator and helped test the `pygraphviz` interface*
 - *Christopher Ellison implemented the VF2 isomorphism algorithm*
 - *Eben Kennah contributed the strongly connected components and DFS functions.*
- *Sasha Gutfriend contributed edge betweenness algorithms*